



TM

MORTAL KOMBAT®

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Midway

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NOTHING, NOTHING CAN PREPARE YOU!

500 years ago, the shapeshifter Shang Tsung was banished from the Outworld to the Mother Realm (Earth) for his crimes. There, with the aid of his pupil Goro, a hideous half-human dragon, he was to atone for his crimes by unbalancing the furies of the realm, allowing his master Shao Kahn and his minions to enter the dominion and rule forever.

He was defeated.

He returned to the Outworld a failure, facing execution at the hands of Shao Kahn, supreme ruler of the Outworld, the Astral Planes of Shokan and the surrounding kingdoms. With the apparent death of Goro, his fate seemed sealed. But Tsung told Kahn of his plan for revenge, a plot so evil and twisted even Kahn was persuaded to grant him one final opportunity to redeem himself. He cleverly lured his adversaries to the bizarre Outworld where they would face a new challenge—a tournament hosted by Shao Kahn himself.

Today, the Tournament Begins... Again!



LET THE TOURNAMENT BEGIN!

System requirements:

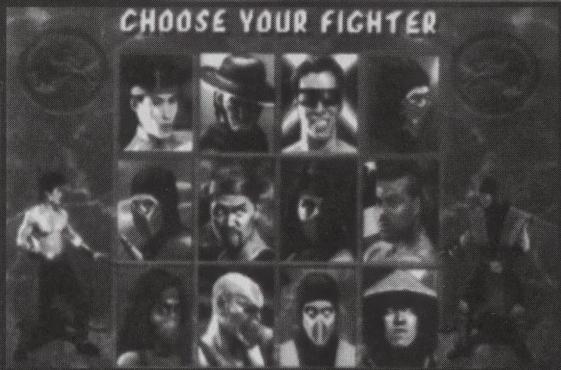
- Minimum 386DX/33PC; designed for 486 or higher
- CD-ROM or 3.5" HD drive (depending on format purchased)
- VGA Graphics Card (640 x 480, 256 colors)
- MS-DOS 5.0 or higher
- 4MB RAM (8MB recommended)
- 25MB of free hard disk space
- Joystick recommended
- Supports Sound Blaster and 100% compatible sound cards, Sound Blaster AWE 32, Gravis Ultrasound, Roland SCC-1 and LAPC-1

INSTALLATION:

Note: Mortal Kombat® II cannot be played directly from the CD ROM (or 3.5" disks), and so must be installed to your hard disk.

- Turn on your computer. Insert the Mortal Kombat® II CD-ROM disc (or disk 1 from your 3.5" disk set) into your CD-ROM (or floppy) drive.
- At the DOS prompt (C:>), type the letter corresponding to your CD-ROM drive (or 3.5" floppy drive) on your computer, followed by a colon(:), then press the ENTER key. Most CD-ROM drives are either D: or E:, while most 3.5" floppy drives are either A: or B:.
- At the D:> or E:> (or A:> or B:>) prompt, type INSTALL [Enter].
- The Mortal Kombat® II Installation Program will run. Follow the on-screen prompts to install Mortal Kombat® II to your hard disk drive.
- To run Mortal Kombat® II once it is installed on your hard disk, ensure that you are in the MK2 directory, then type 'MK2' [Enter] at the 'C:MK2>' prompt.

STARTING MORTAL KOMBAT® II

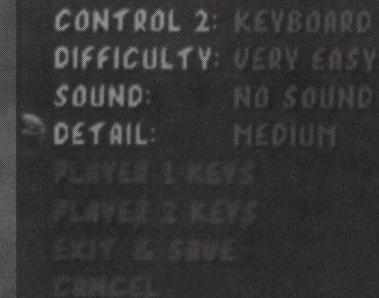


Pressing the F1 key begins a one-player battle for the title of Grand Champion. First, however, a fighter must be selected. The warrior selection screen has pictures of all the warriors available to a player.

To select a warrior, move the colored frame onto a warrior using either the keyboard or the joystick. When your choice is framed, press any attack key or button to select your warrior.

Should a second player desire to join the tournament, he or she may do so at any time by pressing the F2 key. This will then return both players to the "Choose Your Fighter" screen where they again must choose their warriors. Both players may choose the same warrior. When this happens, the two will be distinguished by color. The players will then battle one another with the winner continuing onward in the tournament, and the loser's game ending.

MORTAL OPTIONS



You can alter the Mortal Kombat® II environment to suit your taste or equipment. Press the F10 key before you begin game play to call up the Options Screen. Nine options are presented. Press the UP or DOWN arrow (cursor) keys to move the highlight to the desired option. Press the LEFT or RIGHT arrow (cursor) keys to alter the highlighted option.

CONTROL 1 For Player One, choose between KEYBOARD, 4 BUTTON JOYSTICK, 2 BUTTON JOYSTICK and KEYBOARD AND JOYSTICK.

CONTROL 2 For Player Two, choose between KEYBOARD, 4 BUTTON JOYSTICK, 2 BUTTON JOYSTICK and KEYBOARD AND JOYSTICK.

DIFFICULTY Choose between VERY EASY, EASY, MEDIUM, HARD and VERY HARD play levels.

SOUND Choose between NO SOUND, ROLAND SCC-1, ROLAND LAPC-1, GRAVIS ULTRASOUND, SOUNDBLASTER AND SOUNDBLASTER AWE-32.

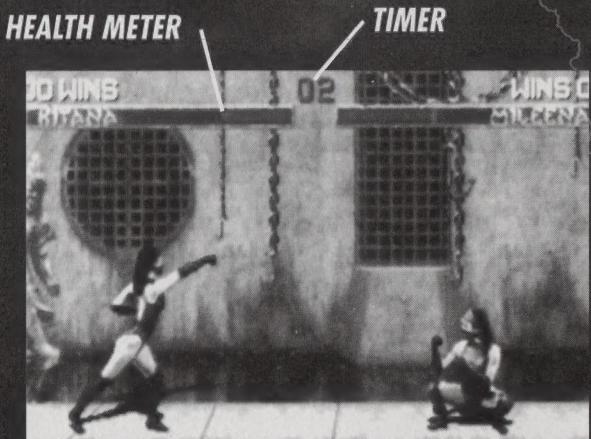
DETAIL This option allows you to optimize game play for your particular system configuration. Choose between LOW (386), MEDIUM (486) and HIGH (Local Bus 486). The default setting is LOW (386). If you have a 486-based system or higher, you will want to set your detail setting accordingly.

PLAYER 1 KEYS Player One may use this option to redefine play control keys from the default settings.

When this option is highlighted, press the ENTER key. A new screen will appear. When you are prompted to, press the key you wish to perform the given function. You cannot use the same key twice. When you are through setting your keys, you will be returned to the options screen.

PLAYER 2 KEYS Player Two may use this option to redefine play control keys from the default settings. When this option is highlighted, press the ENTER key. A new screen will appear. When you are prompted to, press the key you wish to perform the given function. You cannot use the same key twice, nor any key already selected or used by Player One. When you are through setting your keys, you will be returned to the options screen.

EXIT AND SAVE Use this option to save your option settings and return to the Title Screen. Press the ENTER key to do so.



CANCEL To escape from the options screen without saving any changes, press the ENTER key to return to the Title Screen.

RULES OF THE OUTWORLD

While the kombatants in the original Shaolin Tournament for Martial Arts wagered their very lives upon their skills, in Shao Kahn's Outworld tournament, they wager much more!!!



The Outworld tournament first tests a warrior's fighting skill by pitting him against each of the formidable Earth warriors. In all Mortal Kombat® battles, meters in the upper-left and upper-right corners of the screen measure the health of the warriors.

The meters begin each round completely green, but each time a warrior is hit, an amount of red signifying the degree of injury is added to his meter. When a warrior's bar becomes completely red, he is knocked out and the round goes to his opponent.

Should time run out before either kombatant is knocked out, the warrior with less injury is declared the victor. The first warrior to win two rounds takes the match and moves on to his next opponent.

NOTE: If five rounds pass without a match winner, both kombatants will be disqualified from the tournament.

Once a warrior has defeated the other kombatants in the tournament, he then takes on the first of his Outworld hosts, the demon Shang Tsung. His youth restored by his master Shao Kahn, Tsung possesses both powerful magic and considerable physical skill.

Should a warrior defeat Tsung, his next opponent is the massive Kintaro. Kintaro is of the same race of half-human dragons which spawned Goro. Enraged at his comrade's death at the hands of a mere mortal, Kintaro sought entrance to the tournament to seek revenge. Shao Kahn granted him this privilege in exchange for his servitude.

Defeating Kintaro proves a warrior worthy of meeting Shao Kahn, supreme ruler of the Outworld, in battle. Defeat him to end his rule and become the Supreme Warrior in the Outworld realm!



THE ART OF KOMBAT:

The art of Kombat is as it has been for thousands of years. A wise warrior will begin his training with the art of defense. Far more valuable than learning how to inflict blows is learning how to avoid or deflect them, for an opponent who attacks is an opponent who is vulnerable to attack. Once defense has been mastered, a warrior can begin to learn the fundamental offensive moves—the punches and kicks. In combination with strong defensive tactics, these moves are enough to defeat most foes.

MORTAL KONTROLS

Mortal Kombat® II is for one or two players. A single player fighting computer-controlled opponents can use the keyboard, a two or four button joystick, or a combination of a two button joystick (for movement) and the keyboard (for Punches, Kicks and Block).

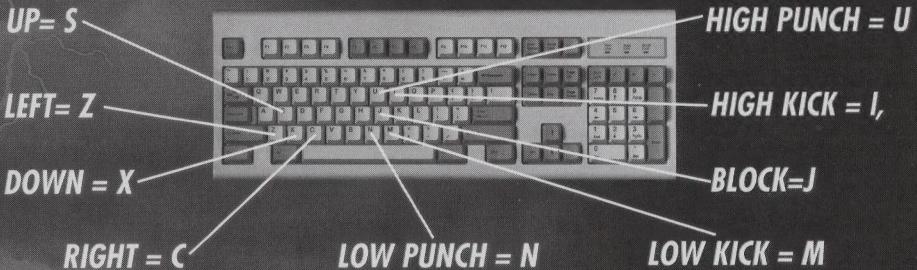


KEYBOARD CONTROLS

The functions of the keyboard controls are redifinable. The following are the default keys for an American keyboard:

PLAYER ONE

- Press the F1 key to begin play at any time.



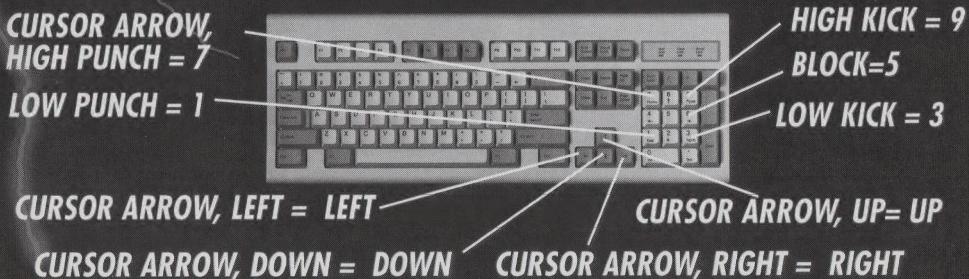
PLAYER TWO

A combination of cursor (arrow) keys and the keypad.

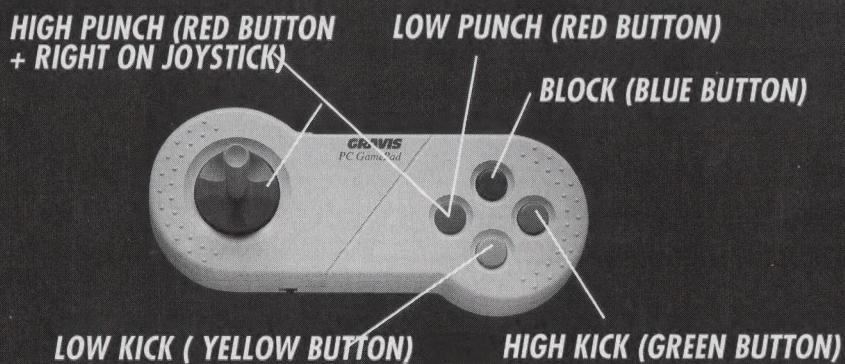
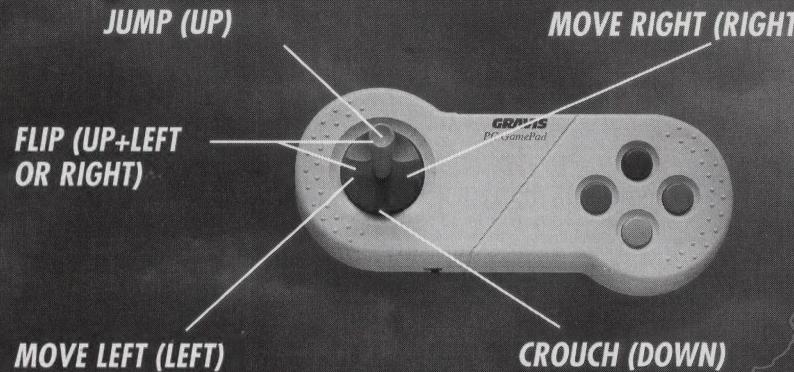
- Press the F2 key to begin play at any time.

BASIC KEYBOARD MOVES

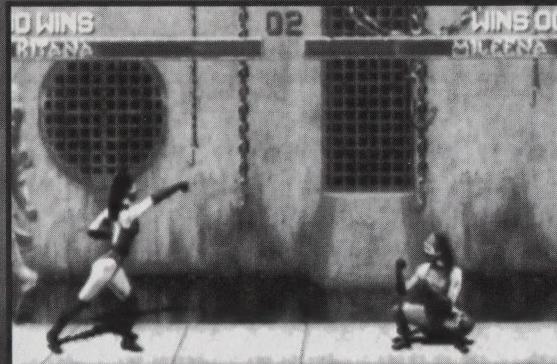
- TO MOVE FORWARD OR BACK: Press the designated LEFT OR RIGHT KEYS
- TO CROUCH: Press the designated DOWN key
- TO JUMP: Press the designated UP Key
- TO FLIP FORWARD OR BACK: Press the designated UP + LEFT or RIGHT keys.



FOUR-BUTTON JOYSTICK CONTROL



MORTAL MOVES



AWAY

TOWARDS

AWAY

TOWARDS

NOTE: Many Mortal Kombat® II moves use the designation AWAY or TOWARDS. AWAY refers to the direction AWAY FROM YOUR OPPONENT. TOWARDS refers to the direction OF YOUR OPPONENT.

THE ADVANCED MOVES:

The advanced moves use the basic moves as building blocks to form powerful maneuvers. Although they do more damage, they are also more difficult to execute, leaving the unwary vulnerable to an opponent's basic moves. The advanced moves are as follows:

To UPPERCUT: Press CROUCH + HIGH PUNCH only

To FOOT SWEEP: Press AWAY + LOW KICK

To ROUNDHOUSE: Press AWAY + HIGH KICK

To execute a FLYING PUNCH: JUMP or FLIP + LOW or HIGH PUNCH

To execute a FLYING KICK: JUMP or FLIP + LOW or HIGH KICK

SPECIAL MOVES:

While being a master of Kombat may be enough to win any Earth contest, winning a contest in the hostile Outworld requires more of a warrior. In preparation for this tournament, every warrior has perfected several special moves. These moves often draw upon spiritual or supernatural energies, extreme physical conditioning, or mutant abilities for their effectiveness, and can be especially potent, often devastating an opponent.

KOMBAT OPTIONS:

TO PUT A HOLD ON THE KOMBAT:

Press the Alt-P key to pause the action. Press Alt-P again to resume play.

Press the Esc key while the action is paused to quit to the Start Screen.

Press the Alt-M key to turn the Music On or Off during play.

Press the Alt-S key to turn the Sound Effects On or Off during play.

Press and hold the Alt key then press the Q key at any time to quit to DOS.

WARRIOR WISDOM:

- Patience is a warrior's greatest ally. Wait for your opponent to attack, then counterattack him when he is most vulnerable.
- Timing is crucial to landing many moves. Practice often to learn timing secrets.
- With practice, combinations of moves can be learned which allow a warrior to hit his opponent several times before he has an opportunity to defend himself, making them an invaluable tool.
- Every warrior has different strengths and weaknesses in terms of speed and movement. Discovering these styles allows you to both use them better and combat them better.

WARRIOR PROFILES

LIU KANG™



After winning back the Shaolin Tournament from Shang Tsung's twisted clutches and returning him to the Outworld in disgrace, Liu Kang returned to his temples. He discovered his sacred home in ruins and his Shaolin brothers lost in a vicious battle with a horde of Outworld warriors, a parting salvo from Tsung and his minions. Now he travels into the dark realm to seek revenge...



SPECIAL MOVES:

Standard Fireball: Towards, Towards + Punch

Crouching Fireball: Towards, Towards, Punch

Flying Kick: Towards, Towards, High Kick

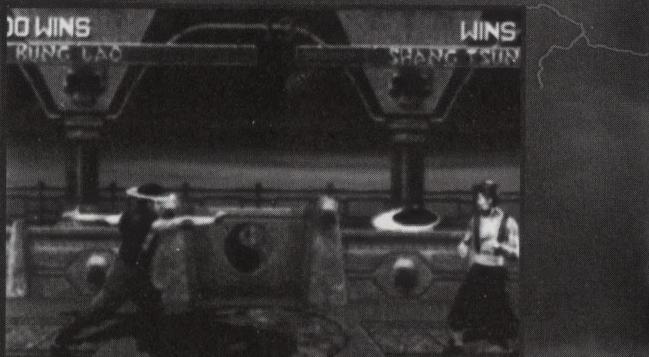
Bicycle Kick: Hold Low Kick for 5 seconds then release



KUNG LAO™



A former Shaolin monk and member of the White Lotus Society, Kung Lao is the last descendant of the great Kung Lao who was defeated by Goro 500 years ago, allowing the tournament to fall into Shang Tsung's evil hands. Realizing the danger the Outworld menace poses to all Earth, he joins Liu Kang in entering Shao Kahn's contest.



SPECIAL MOVES:

Teleport: Down, Up

Hat Throw: Away, Towards + Punch

Bullet Kick: Down + High Kick at the peak of any jump

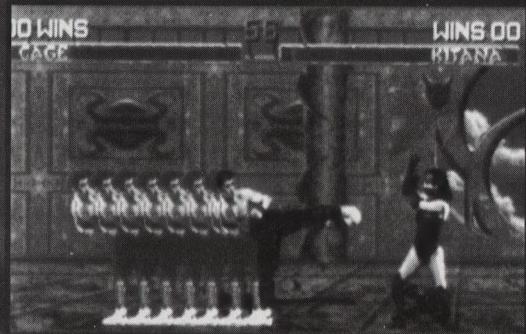
Whirlwind Spin: Up, Up, Low Kick (Keep tapping Low Kick to keep spinning)



JOHNNY CAGE™



The world was shocked when martial arts movie star Johnny Cage disappeared from the set of his latest film. But in truth, he was following his former ally Liu Kang into the Outworld where he plans to compete in a twisted tournament in which lies the balance of Earth's existence - as well as a script for another blockbuster movie.



SPECIAL MOVES:

Green Flame (Low): Away to Towards + Punch

Green Flame (High): Towards to Away + Punch

Shadow Kick: Away, Towards, Low Kick

Shadow Uppercut: Away, Down, Away + Punch

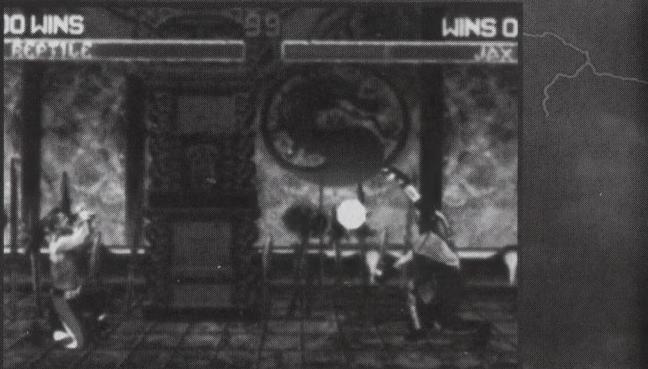
Low Blow: High Kick + Low Kick



REPTILE™



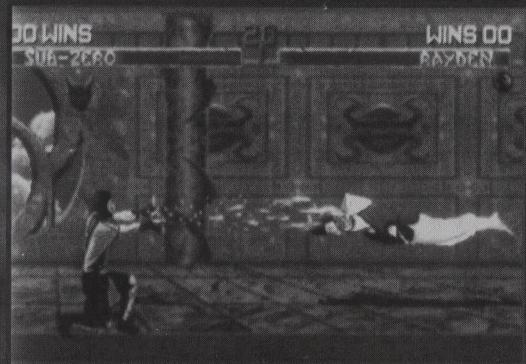
Shang Tsung's personal protector, Reptile, lurks in the shadows stopping all those who would do his master harm. His human form is believed to disguise a horrific reptilian creature whose race was thought extinct millions of years ago. He enters the contest hoping to defeat all and protect his master.



SUB ZERO™



Thought to have been vanquished in the Shaolin Tournament, Sub Zero mysteriously returns. It is believed this secretive member of the Lin Kuei, a legendary clan of Chinese "ninjas", has traveled into the Outworld to again attempt an assassination of Shang Tsung. To do so, he must fight his way through Shao Kahn's tournament.



SPECIAL MOVES:

Acid Spit: Towards, Towards + Punch

Force Ball: Away, Away, Punch

Invisible: Hold Block, Up, Up, Down, release Block, Punch

Slide: Away + High Kick + Low Kick



SPECIAL MOVES:

Deep Freeze: Down to Towards + Punch

Ground Freeze: Down to Away + Low Kick

Slide: Away + High Kick + Low Kick



SHANG TSUNG™



After losing control of the Shaolin Tournament and returning to the Outworld in disgrace, the shapeshifter Shang Tsung promised his ruler, Shao Kahn, that he could still unbalance the furies and allow Kahn to take over the Earth. His plan was to lure the Earth warriors to compete in the Outworld, and then, win or lose, never to let them return. Convinced of this plan, Shao Kahn restored Tsung's youth.



SPECIAL MOVES:

Flaming Skulls: Away, Away + Punch (One)

Away, Away, Towards + Punch (Two)

Away, Away, Towards, Towards + Punch (Three)

Morphs: Liu Kang: Away, Away, Towards, Towards, Block

Kung Lao: Away, Down, Away, High Kick

Johnny Cage: Away, Away, Down, Punch

Reptile: Down, Up, Down + Punch

Sub Zero: Towards, Down, Towards, Punch

Kitana: Block, Block, Block

Jax: Down, Towards, Away, High Kick

Mileena: Hold Low Kick for 2 seconds then release

Baraka: Down, Down, Low Kick

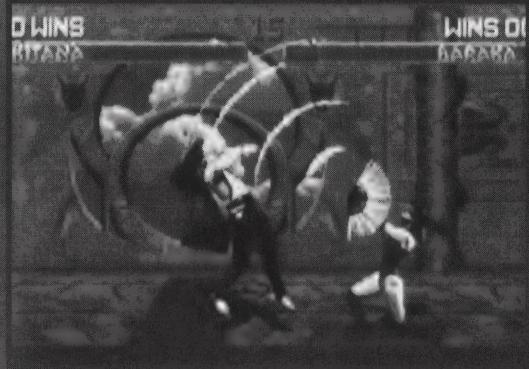
Scorpion: Up, Up

Rayden: Down, Away, Towards, Low Kick

KITANA™



Kitana's beauty hides her savage role as a personal assassin for Shao Kahn. Seen talking to an Earth realm warrior, her motives have come under suspicion by her twin sister Mileena, but only Kitana knows her own true intentions.



SPECIAL MOVES:

Fan Swipe: Away + Punch

Fan Throw: Towards, Towards, Punch

Fan Lift: Away, Away, Away + Punch

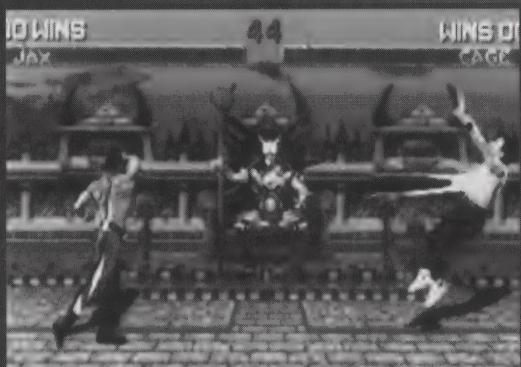
Squarewave: Towards, Down, Away + Punch



JAX™



Major Jackson Briggs was leader of the U.S. Special Forces unit of which Lt. Sonya Blade was a member. After receiving a signal from Lt. Blade, Jax embarks on a rescue mission, hoping to retrieve both Sonya and the elusive Kano, wanted criminal and leader of the Black Dragon organization. Sonya's trail leads him into the ghastly Outworld, where he believes both Sonya and Kano to be held prisoner.



SPECIAL MOVES:

Ground Pound: Hold Low Kick for 3 seconds, then release

Grab: Towards, Towards, Punch

Super Slam: Tap Punch during Throw maneuver

Sonic Wave: Half circle, Towards to Away, High Kick

Backbreaker: Block, while in air with opponent



MILEENA™



Serving as an assassin along with her twin sister Kitana, Mileena's dazzling appearance conceals her hideous intentions. At Shao Kahn's request, she is asked to watch for her twin's suspected dissension and must put a stop to it at any cost.



SPECIAL MOVES:

Teleport Kick: Towards, Towards, Low Kick

Roll Attack: Away, Away, Down, High Kick

Sai Throw: Hold Low Kick for 2 seconds then release



BARAKA™



Baraka led the attack against Liu Kang's Shaolin temple. He belongs to a nomadic race of mutants living in the wastelands of the Outworld. His fighting skills and dreaded Blade Fury gained the attention of Shao Kahn who then recruited him into his army of destruction.



SPECIAL MOVES:

Blade Swipe: Away + Punch

Blade Spark: Down to Away + Punch

Blade Fury: Away, Away, Away, Punch

Double Kick: Tap High Kick 2 times when close to your opponent



SCORPION™

This reincarnated specter is back after learning of Sub Zero's return. He again stalks the ninja warrior, following him into the dark realm of the Outworld where he continues his personal mission — to avenge the loss of his family at the hands of the Lin Kuei clan.



SPECIAL MOVES:

Spear: Away, Away, Punch

Decoy: Down to Away + Punch

Scissor Takedown: Towards to Away, Low Kick

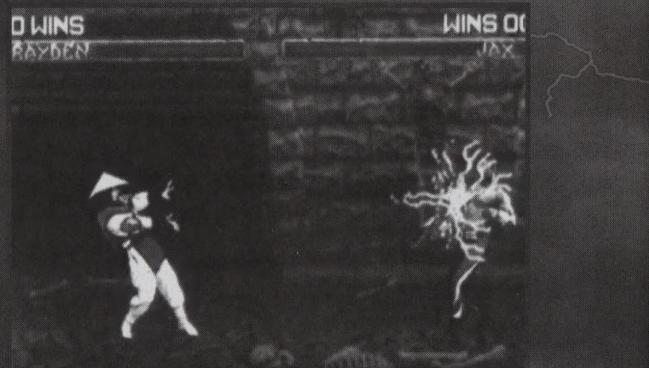
Air Throw: Block, while in air with opponent



RAYDEN™



Watching events unfold from high above, the mystic Rayden realizes the grim intentions of Shao Kahn. After warning the remaining warriors from the Shaolin Tournament, Rayden soon disappears. He is believed to have ventured into the Outworld alone.



SPECIAL MOVES:

Lightening Bolt: Down to Towards + Punch

Flying Thunderbolt: Away, Away, Towards

Teleport: Down, Up

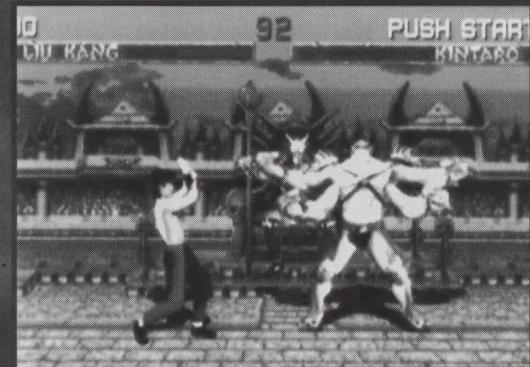
Shock: Hold Punch for 3 seconds, then release when next to a standing opponent (In two player mode only!)



KINTARO™



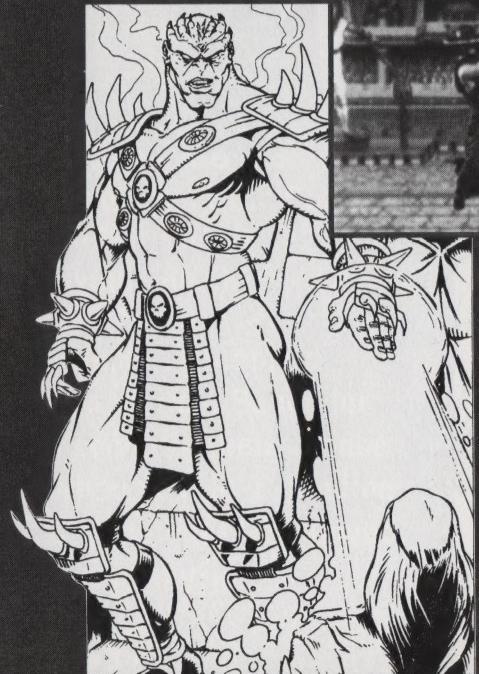
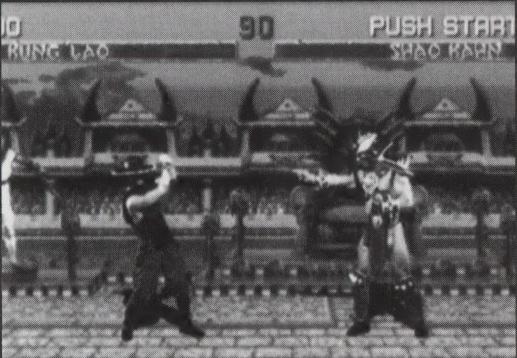
With Goro missing, Kintaro steps up to take his place as supreme ruler of Shao Kahn's armies. Stronger and more agile than his predecessor he is enraged by Goro's defeat. Kintaro vows to take revenge on the Earth warriors responsible.



SHAO KAHN™



The supreme ruler of the Outworld, Shao Kahn governs the Astral Planes of Shokan and all surrounding kingdoms. Five hundred years ago he banished the shapeshifter Shang Tsung into the Mother Realm (Earth) to pay for his crimes. Shang Tsung was to unbalance the furies and create a weakness in Earth's dimensional gates. This weakness in the gates would allow Kahn and his minions to forever walk the Earth and plague its inhabitants to a dark and chaotic existence. Only then would Shang Tsung be cleared of his offense and the curse be lifted.



NOTES

NOTES

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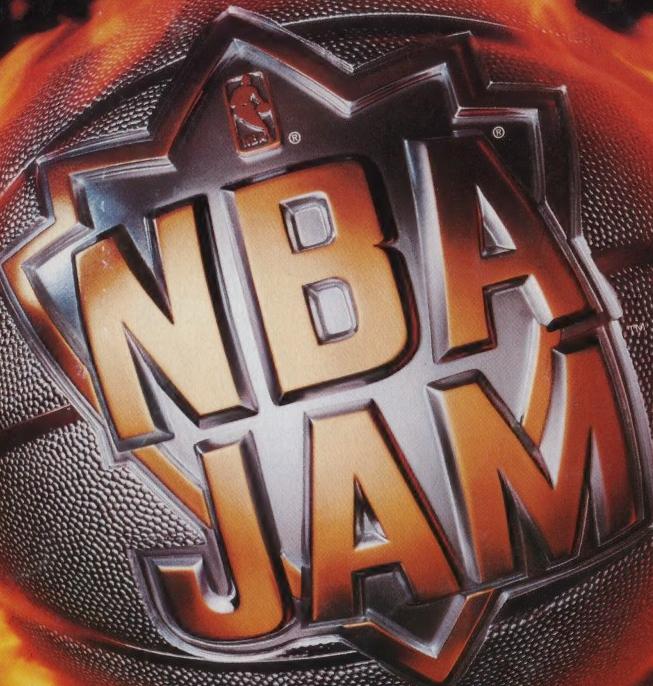
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